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NOTICE

Notice # 2015-97

Issuing Division: Technology

DATE: October 20, 2015

TO: Public, All Licensees, and Interested Parties

FROM: A.G. Burnett, Chairman

SUBJECT: Gaming Technology Approval Process

On September 17, 2015, the Nevada Gaming Commission (NGC) adopted amendments to NGC regulations 4, 6, and 14 to effectuate Senate Bill 9, passed by the 78th (2015) session of the Nevada Legislature. Senate Bill 9 charged the NGC, with the advice and assistance of the Nevada Gaming Control Board (NGCB), to adopt regulations which encourage manufacturers to develop and deploy gaming devices that incorporate innovative, alternative and advanced technology.

To facilitate the efficient entry of new concepts and technology into Nevada, manufacturers are advised to coordinate with the NGCB's Technology Division early in the development process regarding how their concept or technology will fit into the Nevada regulatory structure. The aim of this collaboration is to review the use and implementation of the technology to address potential regulatory compliance concerns prior to significant product development, submission to an Independent Test Lab (ITL) for certification, or submission to the NGCB for final approval.

In preparation for consultation with the Technology Division, a manufacturer should review the applicable Nevada regulatory structure to develop a basic understanding of the requirements that will be placed on their technology. Although others may apply, the following are the most applicable statutes, regulations, and standards for gaming technology:

NRS 463 - Licensing and Control of Gaming
NRS 465 - Crimes and Liabilities Concerning Gaming
NGC Regulation 5 - Operation of Gaming Establishments

NGC Regulation 14 - Gaming Devices and Associated Equipment

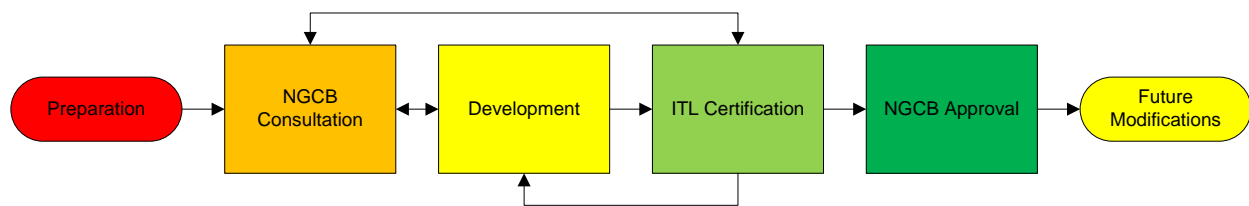
NGC 22 - Race and Sports Pools

Minimum Internal Control Standards (Group I Licensees)

Internal Control Procedures (Group II Licensees)

Links to each of the above can be found at **gaming.nv.gov**.

The following process, when followed, leads to the most efficient and expeditious review and approval of new gaming concepts and technology:



Manufacturer Preparation

- Review applicable regulatory structure.
- Prepare a white paper overviewing the technology or concept; the proposed technical implementation; and typical use case scenario.
- Prepare a draft compliance report documenting how the technology would satisfy each of the applicable regulatory requirements.
- Document questions, comments, and potential regulatory concerns from the manufacturer's standpoint.

NGCB Technology Division Consultation

- Provide the white paper, compliance report, and any questions to the Technology Division.
- Meeting between the manufacturer and Technology Division staff to discuss product compliance and policy details.
- Coordination with other NGCB Divisions that may need to provide comment and feedback.

Manufacturer Product Development

- Incorporate feedback received from the Board.
- Communicate directly with the Technology Division as additional questions arise during product development and finalization.

ITL Certification

- It is the role of an ITL in Nevada to verify a product complies with the NGC Regulations, Technical Standards, Minimum Internal Controls, and Internal Control Procedures as necessary. Once verified, the ITL will provide a certification report to the manufacturer indicating the results of the verification.
- During the certification process, the Technology Division will advise the ITL of any specific areas of testing necessary and provide direction on compliance expectations potentially unique to the product.

NGCB Approval

- Once certified, the manufacturer will submit the information required by NGC Regulation 14.030 or 14.260 as applicable.
- The Technology Division will evaluate the submission and process it for approval.
- As part of the approval process, the successful completion of a field test may be required. During a field test, the technology will be evaluated while installed at a licensed gaming establishment prior to final approval being granted.

Please contact Technology Division Lab Manager Jeremy Eberwein at jeberwein@gcb.nv.gov or Chief Jim Barbee at jbarbee@gcb.nv.gov with any questions or to begin the review process.